

FIGURE 1

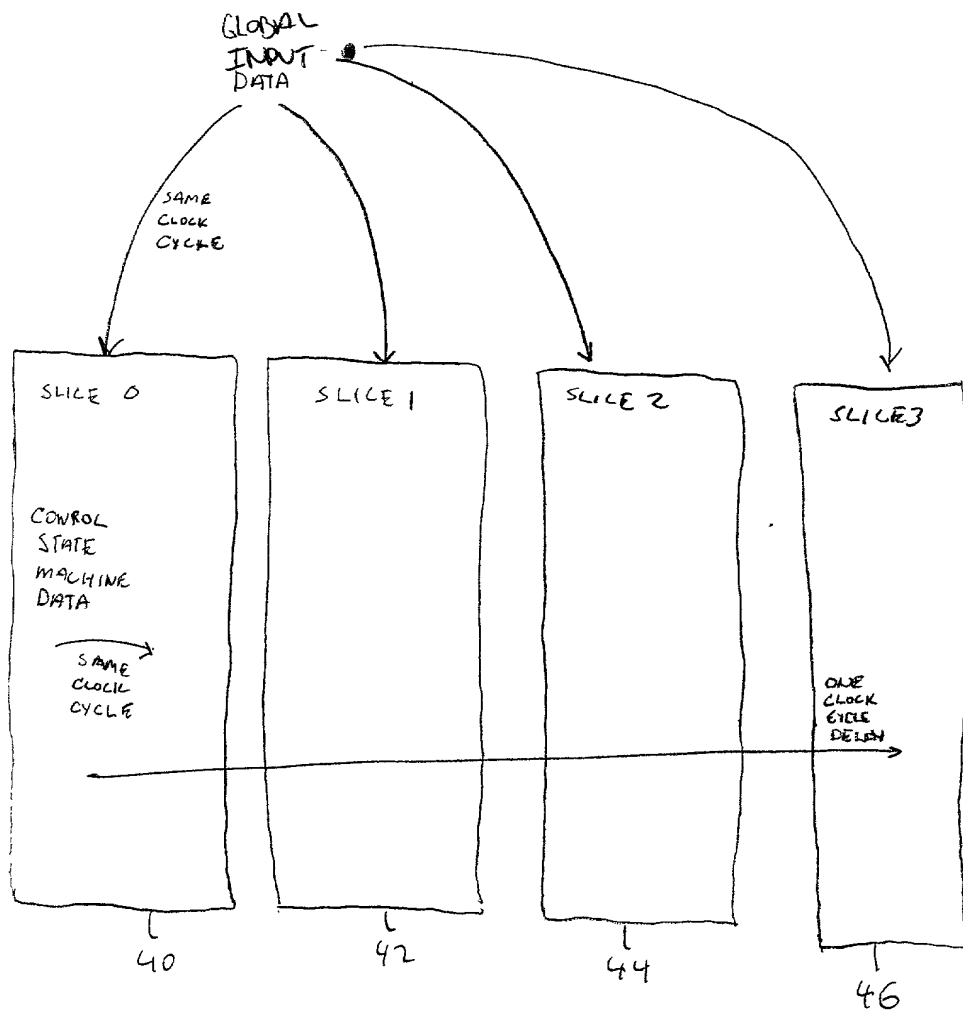


FIGURE 2

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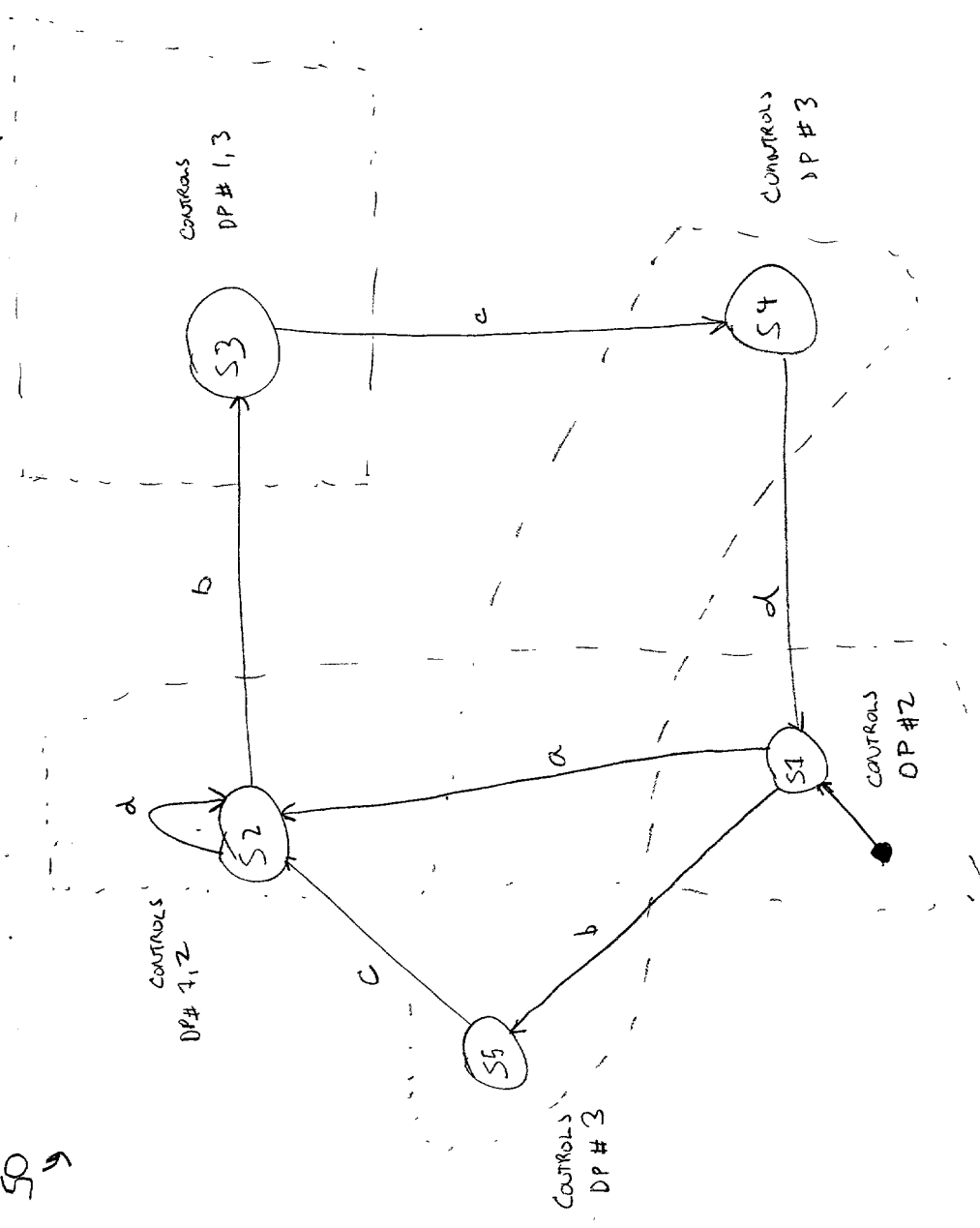


FIGURE 3

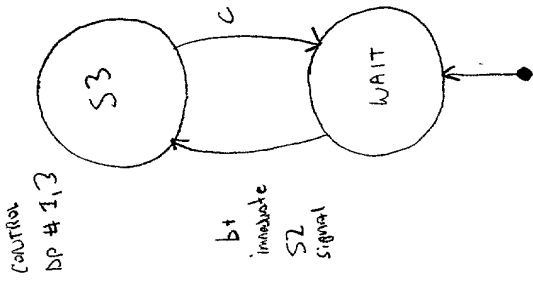


FIGURE 4A

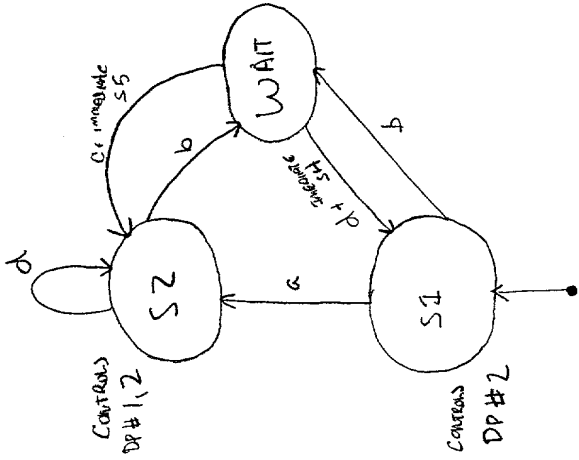


FIGURE 4B

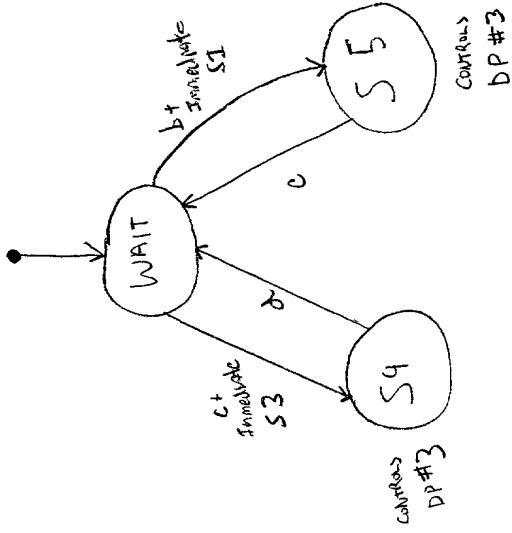


FIGURE 4C

CONTROLS
DP # 113

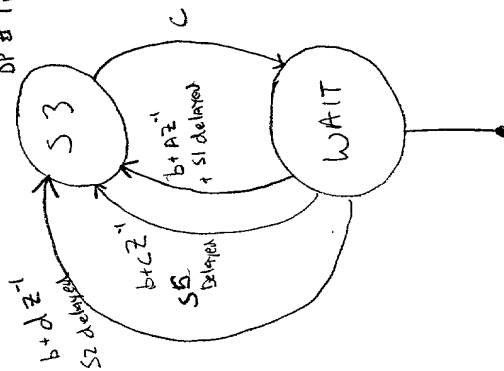


FIGURE 5A

CONTROLS
DP # 12

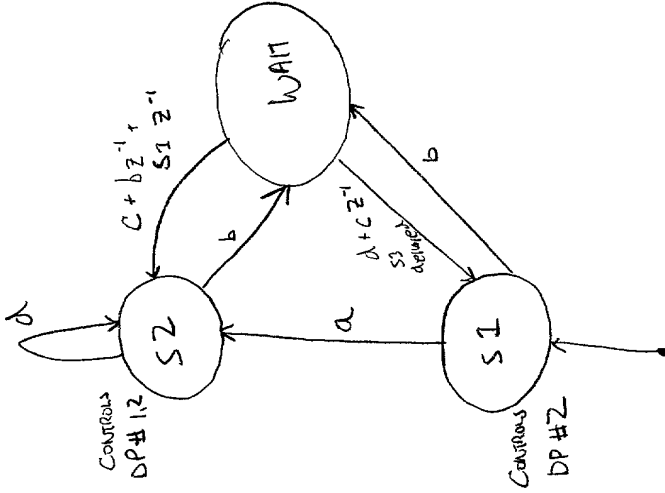


FIGURE 5B

CONTROLS
DP # 3

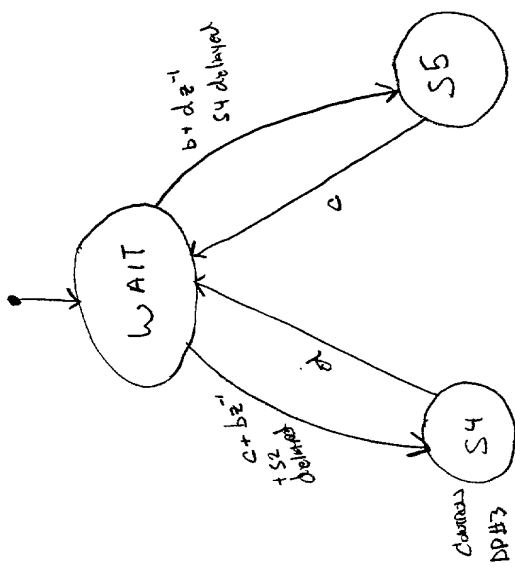


FIGURE 5C

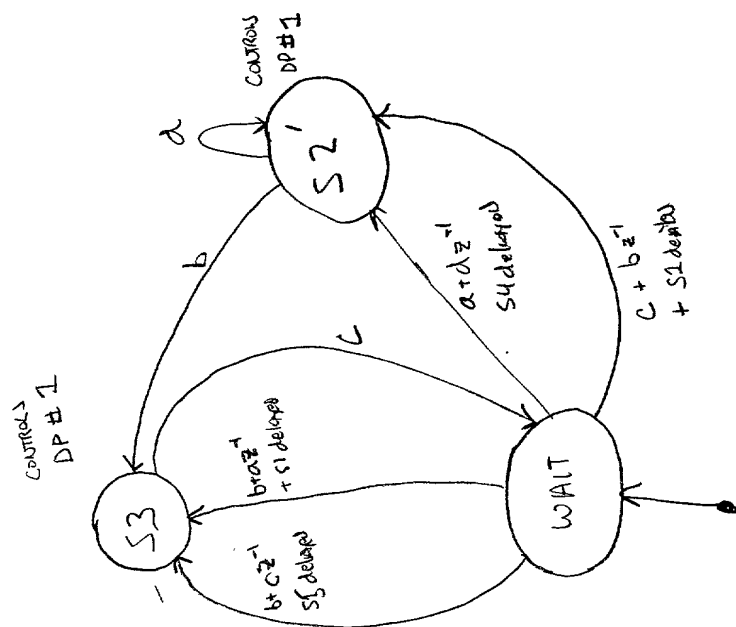


Figure 6A

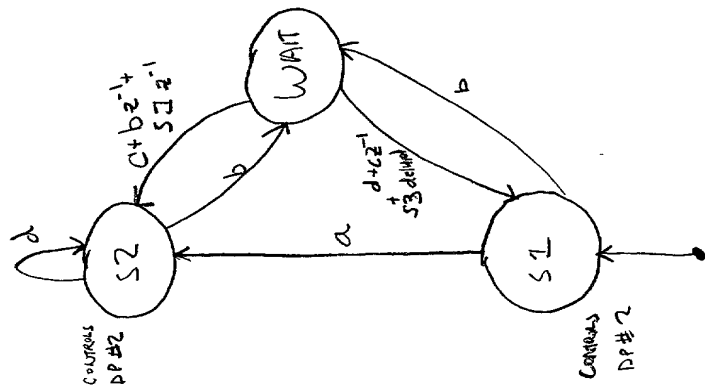


FIGURE 6B

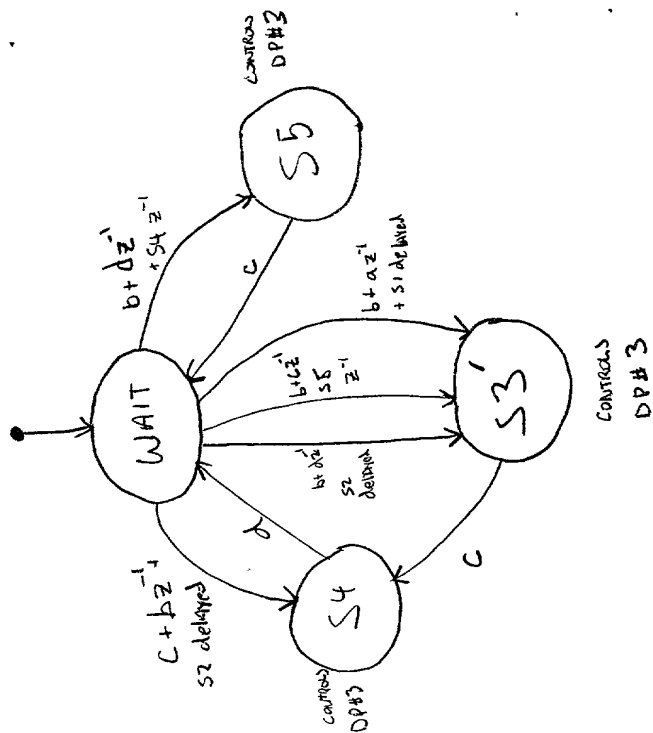


FIGURE 6C

THE DELAYED STATE SIGNALS

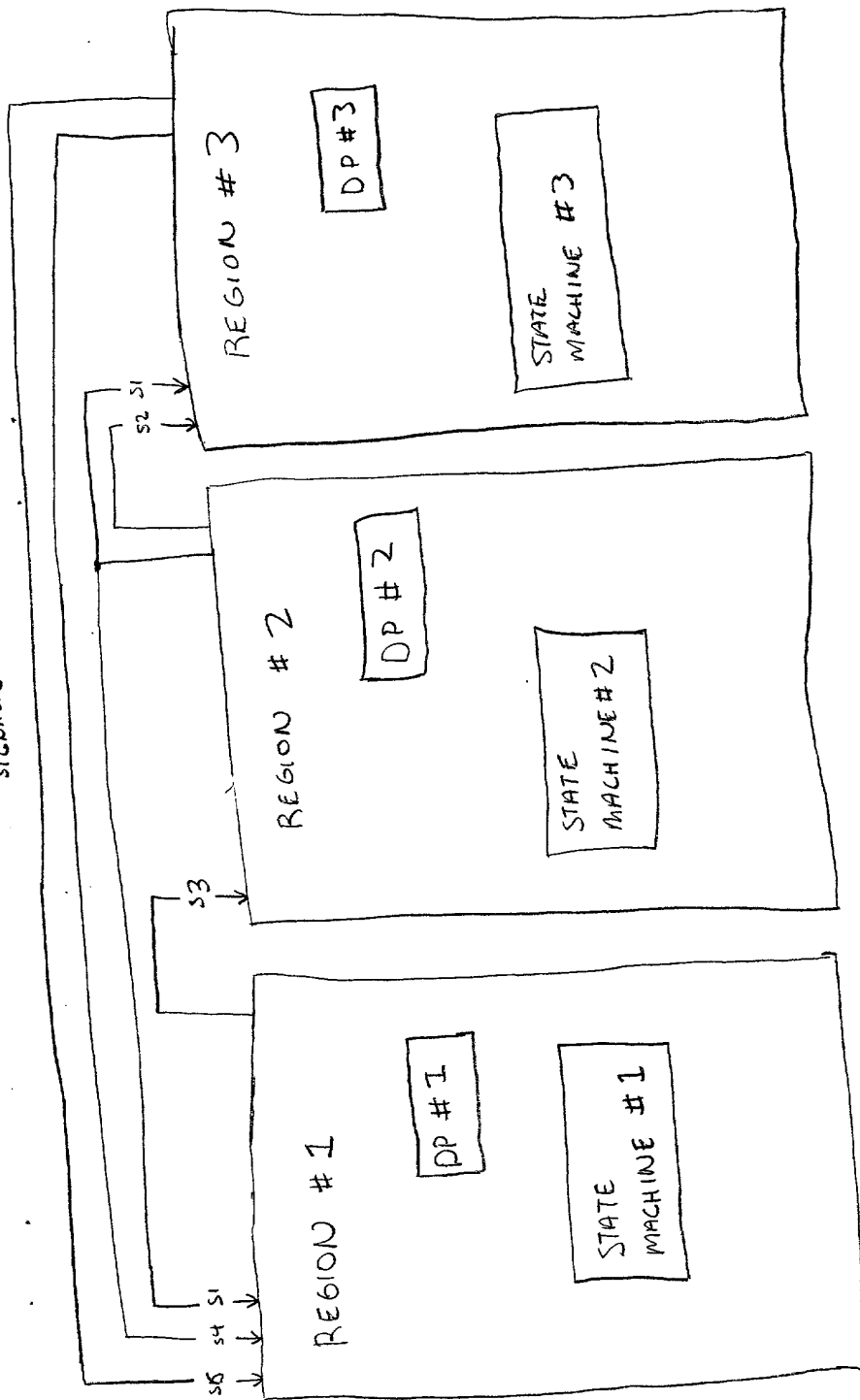


FIGURE 7

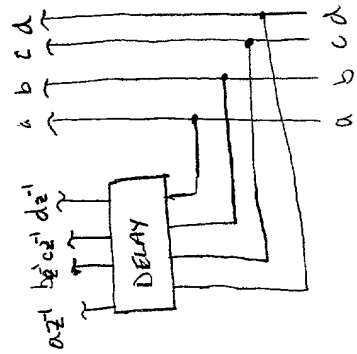


FIGURE 8

PROVIDE MAIN STATE
MACHINE

ASSIGN STATES TO
REGION ; WHEN POSSIBLE
PUT STATES THAT CONTROL
REGION RESOURCES INTO
REGION

ARRANGE STATE MACHINES
SUCH THAT THEY CAN
TRANSITION ON DELAYED
STATE INFORMATION FROM
ANOTHER REGION USING
input history

ADD DUPLICATE STATES
AND CORRESPONDING
TRANSITIONS TO STATE MACHINE
IN REGION SUCH THAT
EACH element being controlled
BY A STATE HAS A
state or duplicate state
in the region

FIGURE 9

FIGURE 10B

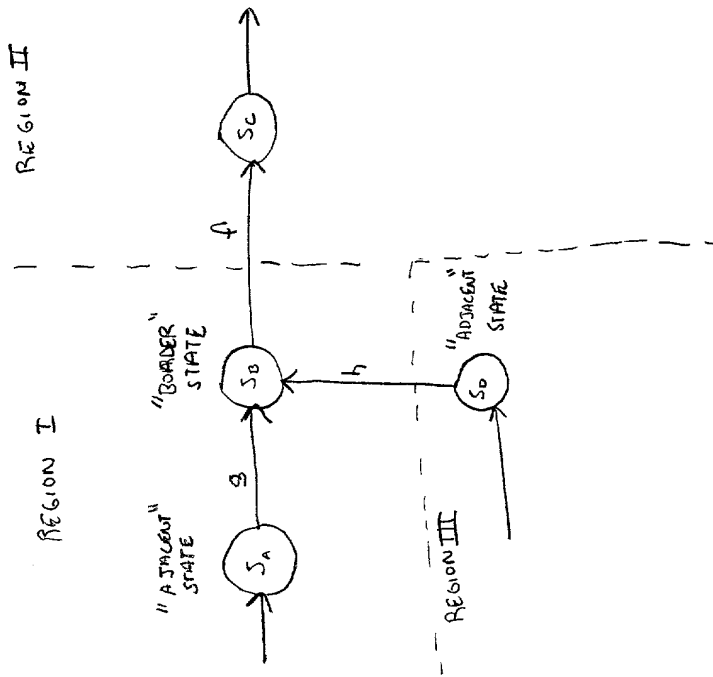


FIGURE 10 A

- f + INSTANTANEOUS S_B



- $f + g z^{-1}$ + delayed S_A

- $f + h z^{-1}$ + delayed S_0

FIGURE 10 B